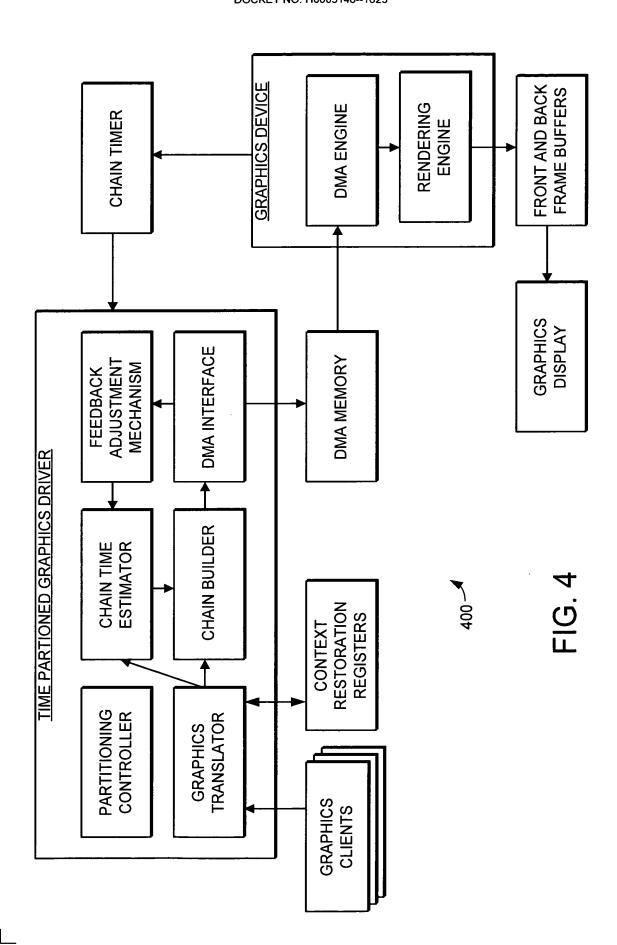
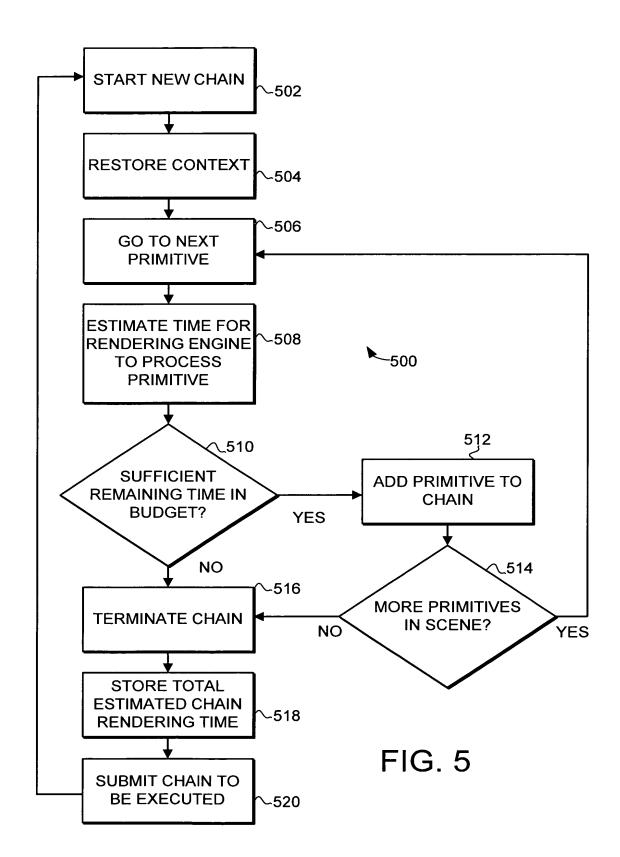


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START TIMER	START RESTORE TIMER CONTEXT	GRAPHICS PRIMITIVES	STOP TIMER	JUMP
		009		
		FIG. 6		

